SNSP-ASSP-EUR

KONAMI®

SPARKSTER™

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

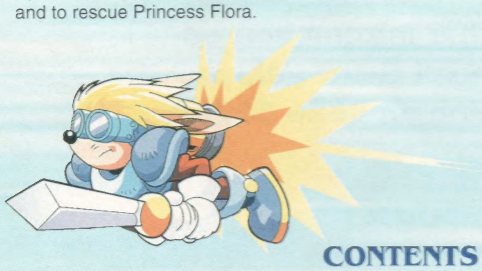
Sparkster Story

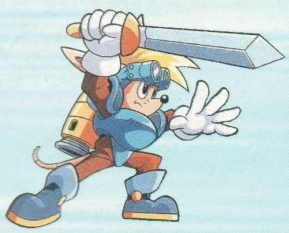
Sparkster earned his reputation among the knights of the world as their most able fighter when he destroyed the spaceship "Pig Star", the incarnation of evil. People have since passed down the story of the valiant Sparkster from generation to generation as the Legend of the Rocket Knights.

A few years after that momentous battle, the Wolf Army, lead by Master Lyoness, carried out a coup d'etat in the mechanically advanced kingdom of Eginasem. King Eginasemu had a pendant which had been passed down through the generations and that was believed to possess the power to **preserve peace**. He entrusted this pendant to Princess Flora and sent her away from the embattled castle.

As these events took place, Sparkster was training and studying day and night, developing new techniques, and growing into an even more powerful Rocket Knight.

Sparkster has departed on his journey to prevent the Wolf Army from conquering the world and to rescue Princess Flora.





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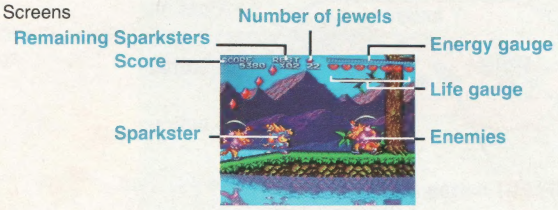
Explanation of Game

This game pits **the legendary Rocket Knight Sparkster** against the Wolf Army that would conquer the world. Our hero's mission is to save Princess Flora.

- This is a single-player game. There are three Sparkster units at the start of the game.

- Game Screens



- There are a total of nine stages with a Boss at the end of every stage. Defeat the Boss to clear each stage.

- The opposing army and diverse traps stand in Sparkster's way. Use sword attacks (Y button), jumps (B button) and rocket attacks (Y button depressed) to stay out of their way.

- Sparkster is damaged when he runs into Wolf soldiers, takes a bullet hit or is hit by a trap. The hearts of the Life gauge at the upper right of the screen decrease as Sparkster is damaged. When the Life gauge is completely empty, that Sparkster is out. The game ends when there are no remaining Sparksters.

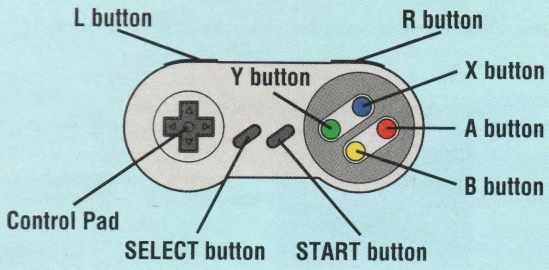
- When there are no remaining Sparksters, a password is displayed. Since you will need to input this password later to continue play, write it down so that you won't forget it.

- Once the game has ended, the Continue screen appears. Select **YES** if you want to continue play from the beginning of the stage at which the game ended. The number of Continue screens available to you varies with the difficulty level of the game.
  EASY (DIGEST): 9
  NORMAL: 7
  HARD: 5

- Each stage contains such items as jewels, apples and bananas. You can gain Sparksters and restore life by taking these items.

Starting the Game

The Controller

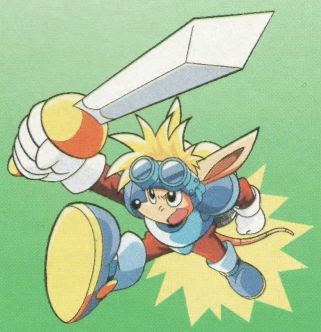


Game Start

To start the game, insert the Game Pak into your Super Nintendo Entertainment System and switch the power ON. The demo screen will appear followed by the Title screen.

START: Starts the game.
SET UP: Changes game and Controller settings.
PASSWORD: Continues game play when input.

1. In the Title screen, press the Control Pad up/down to move the cursor to START, then press the **START** button to launch the game.

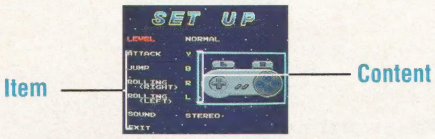


SET UP

In **the Set Up screen**, you can change game settings and the button configurations of the Controller.

1. In the Title screen, press the Control Pad up/down to move the cursor to **SET UP**, then press the START button to go to **the Set Up screen**.

2. Press the Control Pad up/down to select items and left/ right to change the content of the settings.

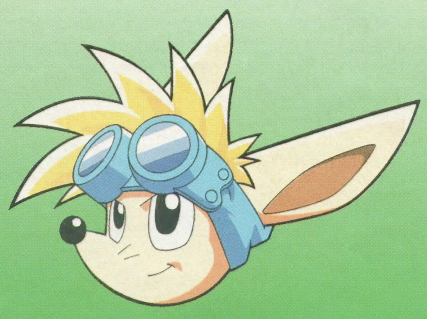


Content of Set Up Screen

Initial Settings

LEVEL:	NORMAL	EASY, HARD
ATTACK: **JUMP:** **ROLLING R:** **ROLLING L:**	Y button B button R button L button	
SOUND:	STEREO	You can set the sound to stereo or monaural.

3. When you've completed your settings, press the START button to return to the Title screen.



PASSWORD

The password is displayed in **the Items Panel**. Inputting the password allows you to continue game play from the stage where you were last defeated.

Password

1. Password is displayed in the Continue screen.
2. Write out the password on a piece of paper. Select **YES** when you want to continue as you are and **NO** when you want to stop and pick up play later.

Inputting a Password

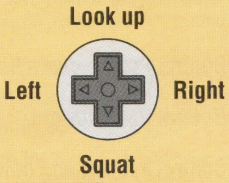
1. In the Title screen, press the Control Pad up/down to move the cursor to **PASSWORD**, then press the START button to go to **the Password screen**.
2. Use the Control Pad to operate Sparkster and input your password. You can use sword attacks (Y button), rolling attacks (L, R buttons) or rocket attacks (Y button depressed) to go from panel to panel to input the password.

3. When you finish inputting the password, go to the exit at the bottom right of the screen.

4. If you have input the correct password, the game will pick up from where you previously ended play. If you have input the password incorrectly, a buzzer will sound and the Title screen will return to let you input the correct password.

BUTTON OPERATIONS

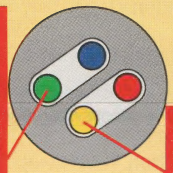
These are the basic button operations (initial settings) used during game play.



Y button: Normal attack

Y button + Control Pad down: Squatting attack

Y button held down: Rocket attack

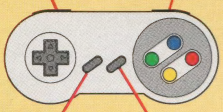


B button: Jump (dangling)

B button + Control Pad down: Jump down (not dangling)

L button: Left rolling attack

R button: Right rolling attack



SELECT button: Not used

START button: Pause (press again to cancel pause)

Sparkster Operations

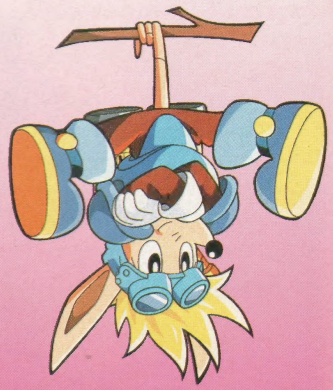
Basic Operations

These are Sparkster's basic movements and attacks.

Look up (down):	Control Pad up/down from a stopped position
Walk:	Control Pad left/right
Squat and walk:	Control Pad left and down or right and down simultaneously to walk diagonally in a squat position.
Sword attack:	Y button
	Since a shock wave emanates from the sword, you can attack enemies even from a distance.
Jump (dangling):	B button
	Sparkster uses his tail to suspend himself from trees and other objects when jumping.
Rolling attack:	L button (left), R button (right)
	Cut with the sword while rolling forward. Although a very useful technique, if you overuse it, Sparkster loses his balance.

Dangling

When Sparkster jumps in places occupied by trees and other similar objects, he suspends himself by his tail. Even from this position, he can use sword attacks, jump and use rolling attacks.



Sparkster Operations

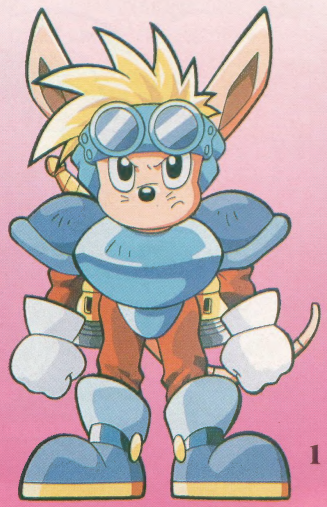
Rocket Attack

When you keep the Y button held down, the Energy gauge at the upper right of the screen will flicker, charging Sparkster's energy. Release the Y button to launch the rocket attack.

Rocket jump:	Hold down the Y button, press the Control Pad up, left and up, or right and up (for diagonal directions), then release the Y button.
	Use the rocket jump to reach higher places you can't reach by normal jumping. You can also jump into mid-air. If you lose your balance while in air, press the L or R button to regain your balance.
Spinning slash:	Hold down the Y button, press the Control Pad down and release the Y button.
	You will rotate rapidly while swinging your sword.
Rocket attack:	Hold down the Y button, press the Control Pad left and right and release the Y button.
	You will tackle the enemy at high speed. Press the L or R button to put the emergency brake on your tackle.

Dangling

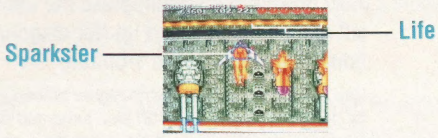
When Sparkster jumps in places occupied by trees and other similar objects, he suspends himself by his tail. Even from this position, he can use rocket jumps, spinning slashes and rolling attacks.



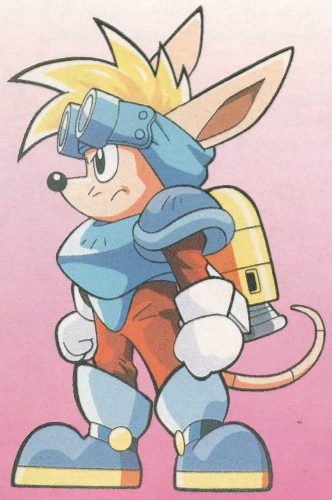
UPRIGHT SHOOTING

In the shooting stage, Sparkster shoots down his enemies.

Upright Shooting Stage Screen



Movement:	Control Pad up, down, left and right
Vulcan Gun:	B button
Shooting:	Y button
Rolling:	L and R buttons



STAMPEDE and POWERED GEAR OPERATIONS

These are used when riding Stampede or Powered Gear.

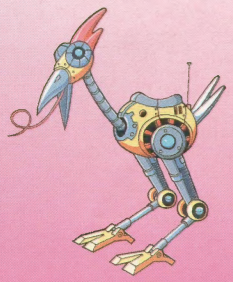
Stampey-Do

Tip toe or squat:	Control Pad up or down, respectively
Left and right movement:	Control Pad left or right, respectively
Ring laser:	Y button
Forward and backward fall:	L or R button, respectively

Even when riding Stampey-Do, you can jump, rocket jump and spin slash just as with normal operations.

Powered Gear

Movement:	Control Pad up, down, left and right
Punch:	L and R buttons
Guard:	L and R buttons at the same time
Shoot:	Y button
Powered Gear rocket attack:	Hold down the Y button, press the Control Pad in the desired direction and release the Y button.



Items

Jewels

Earns bonus points. For every 100 points gained, you get another Sparkster.

Half Apple

Restores one half of a heart in the Life gauge.

Apple

Restores a few hearts.

Banana

Restores many hearts.

1UP

Adds one Sparkster.

2UP

Adds two Sparksters.

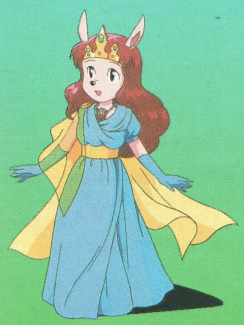
3UP

Adds three Sparksters.

Weird 1UP

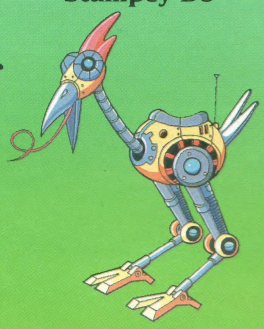
Usually adds one Sparkster. When Sparkster is slashing with his sword, it becomes like a roulette wheel. You get the item it happens to stop on.

CHARACTERS



Princess Flora

Stampey-Do

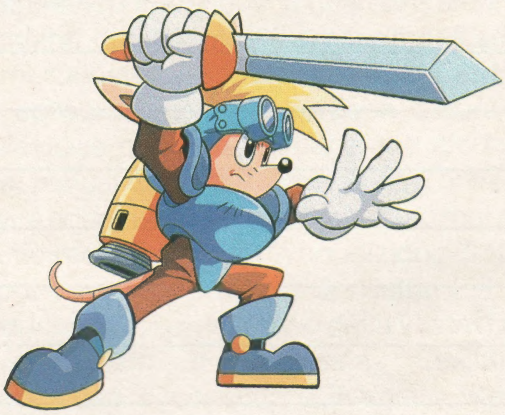


Cannon-O'yarge

Colonel Wolfheim

Generalissimo Lioness

Axle Gear



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